



Manjimup Amateur Basketball Association Inc

U12 MODIFIED RULES & GUIDELINES

SECTION ONE: PLAYING RULES

- Four quarters of playing time:
10 mins | 2 mins | **10 mins** | 5 mins | **10 mins** | 2 mins | **10 mins**
Last 3 minutes of the last quarter to be fully timed.
- No substitutions during the quarters, except in the event of injury.
 - Every player must play at least half a game.
 - Coaches are to foster inclusion/team play. Players are to be substituted to receive as close to equal playing minutes as possible. Team Managers will record substitutions each week.
 - An injured player may return to the game, however if removed from the game a second time is considered ineligible to participate any further in that game.
- Should teams be short of players during the season the Coach needs to advise the Junior Co-ordinator.
- ONE time out per quarter for each team (4 in game total per team).
- At half time, teams will line up at the **modified** free throw line (approx. 1m closer than regular free throw line) where each player is given a chance to shoot. If a successful goal is scored, one point is added to the teams score on the scoresheet.
During regular game play, free throws are administered at the **standard** free throw line.
- Teams will switch OFFENSIVE ends at the half time break (not after each quarter).

SECTION TWO: DEFENSIVELY

- Teams must play man to man style defence as per the Zone Buster Manual
- Once a team is 15+ points in front in a game the coach **MUST** withdraw the stronger team to a position above the offensive team's 3 point line and wait until the ball is over the mid court BEFORE attempting to take possession of the ball.
The Committee reserves the right to hold the Coach to account on this matter if deemed necessary.
- In the event that during a game a team leads by 15+ points:
 - No further score will be added to the visual display for the team during the game until the lead is under 15 points.
 - Those same teams scoring shots however will continue to be entered onto the scoresheet.
 - The losing team will continue to have its score visually displayed.
- No player is allowed to be double teamed.
- TEAM FOULS | PENALTY SHOTS**
Once 4 team fouls have been reached by a team each quarter, the Scorer needs to advise the Umpire as the opposing team is now eligible for two (2) free throws instead of a throw-in.



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GAME ETIQUETTE

- 1 Team 'A' sits on the left hand side of the score bench.
- 2 Team 'A' provides one person to do the scoresheet.
- 3 Team 'B' provides one person to do the visual scoreboard and the directional arrow.
- 4 Score table people must refrain from barracking for their team during the game.
- 5 Please conduct usual after game sportsmanship at the centre of the court.

COACH RESPONSIBILITIES

- 1 Sits closest to the score table.
- 2 Signs the scoresheet after the game and awards votes as required for the Gary James perpetual trophy (see back of scoresheet for criteria).
- 3 Is responsible for the behaviour of players both on the court and on the team bench.
- 4 Keeps parents/relative/friends from sitting on chairs provided for the coach/players in the team bench area.
- 5 NO mouthguard NO game.
- 6 No studs or adornments are to be worn.
- 7 Fingernails and earrings cannot be taped up.
- 8 Address any concerns or issues with the Junior Co-ordinator.

PLEASE LEAVE THE TEAM BENCH AREA CLEAN AND TIDY AFTER YOUR GAME